

ATTACHMENT 3

NVIDIA's Proposed Redactions to Exhibit N of the Fleury Declaration

Jeff Fisher Highly Confidential
April 14, 2023

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UNITED STATES OF AMERICA

FEDERAL TRADE COMMISSION

OFFICE OF ADMINISTRATIVE LAW JUDGES

- - - - - X

In the Matter of :

:

MICROSOFT CORPORATION, :

a corporation, :

: Docket No. 9412

and :

:

ACTIVISION BLIZZARD, INC., :

a corporation. :

- - - - - X

**** HIGHLY CONFIDENTIAL ****

Remote Videotaped Deposition of JEFF FISHER

Friday, April 14, 2023

9:03 a.m. (PDT)

Job No. 6357891

Pages: 1 - 159

Reported by: Dana C. Ryan, RPR, CRR

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1 as a capability.

2 Q And if a user is accessing high-end
3 games using GeForce NOW for their TV, does the
4 user need to buy a high-performance PC to do that?

5 A If -- can you -- sorry. Can you
6 restate that?

7 Q Yeah.

8 If a user -- sorry. Let me put this
9 this way. Let me strike that.

10 A user can play high-performing games
11 just using a television without a high-performance
12 PC attached if they subscribe to GeForce NOW using
13 their TV; right?

14 A That's correct.

15 Q And they can do that without having a
16 high-performance console if they subscribe to
17 GeForce NOW using the TV; right?

18 A They can get access to the games that
19 are available on GeForce NOW that way, but console
20 as you know is different -- may have different
21 offerings.

22 Q Right.

23 But if someone wants to play Call of
24 Duty: Modern Warfare II, they can stream that game
25 on their TV if GeForce NOW is on the TV or they

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1 install the Shield without having to have a
2 console device; right?

3 A Not at the moment, no, because Call of
4 Duty is not available on GeForce NOW.

5 Q Ah.

6 If one -- if a user wants to play a
7 game that is available on GeForce NOW, they can
8 play that game using their TV for GeForce NOW.
9 GeForce NOW is installed on the TV or using the
10 Shield device without needing to have a console
11 also attached to the TV; right?

12 A That's correct with the caveat they
13 must also own -- own the game, but, yes.

14 Q Do you -- strike that.

15 Okay. Would you agree that it's just
16 no question that cloud gaming has a profitable
17 future?

18 MS. ARNOLD: Object to form.

19 THE WITNESS: It's my strong belief
20 that cloud gaming has a profitable future, yes.

21 BY MR. WEINGARTEN:

22 Q Would you agree that the ability for
23 users to share the processing power of a GPU in
24 the cloud means that the economics from the user's
25 perspective are in favor of games streaming on

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1 cloud versus in a console or high-end PC?

2 A I'm sorry. Can you -- can you just
3 restate it?

4 Q Yeah.

5 You -- you're aware that on GeForce NOW
6 in certain tiers of the offering users can share
7 GPU processing power to play their games; right?

8 A They can -- today a PC -- I mean, in --
9 in -- and in -- gamers can share a PC. When a PC
10 is not being used in the cloud, another gamer can
11 use it.

12 Is that -- maybe that's what you're
13 asking or . . .

14 Q As part of GeForce NOW's tiers, do
15 users get access to GPU processing power?

16 A Yes.

17 Q And is it possible as part of the
18 economics of the offering that more than one user
19 can actually be using the same GPU?

20 A It's -- it's more typical that a
21 user -- one user is using one GPU, but it is
22 possible that two users could be using one GPU,
23 yes.

24 Q And given the ability to share GPUs,
25 does that mean the economics of the cloud offering

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1 are going to continue to improve versus the
2 economics of having one GPU per user in a PC or a
3 console?

4 A Yes, that is my expectation.

5 [REDACTED]
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